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BAM Entertainment, Inc.

333 West Santa Clara St., Suite 930, San Jose, CA 95113

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GAME BOY ADVANCE

DEXTER'S LABORATORY™

AGB-ADLE-USA



INSTRUCTION BOOKLET

CARTOON
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THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.

Contents

Save Dexter's Laboratory™	4
Game Boy® Advance	5
Basic Controls	6
Getting Started/Main Menu	7
Load Game	8
Playing the Game	9
Collecting little Dee Dees	9
Fixing Machines	10
Collecting Tools	11
The Teleporters	12
Moves	13
Weapons	14
Enemies	14
Health and Tries	15
Pause / Exit / Inventory Screen	16
Saving	16
Dexter's Laboratory	17
Credits	19
Bam Warranty + Customer Support	21

Save Dexter's Laboratory™

Yet another fine day for Science! Dexter has spent hours of his precious genius time creating the ultimate cloning machine — 'The Clone-a-matic'. This beautiful machine is the answer to all his problems. Now he can spread his amazing brain power throughout the lab in the form of dozens of Dexters. Then, HORROR, Dee Dee enters the lab and sees our hero's machine. Before Dexter can so much as tighten a bolt, she's bounded into the Clone-a-matic and pressed the shiny start button...zap!

Dozens of mischievous little Dee Dees are now running amok in Dexter's Laboratory, disrupting his work, tampering with his equipment, hiding his tools and messing with his life's work. Even Computer has turned against him! Oh the trauma!

Disaster is just over the horizon. Dexter needs you to help restore order to his beloved laboratory. Collect the Dee Dees, fix machines, figure out puzzles and eventually, if you're good enough, put Dee Dee back together, all before Mom calls for dinner!



Game Boy® Advance

- 1 Turn the power switch OFF on your Nintendo Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2 Insert the "Dexter's Laboratory™ Deesaster Strikes" Game Pak into the slot on the Game Boy® Advance. Press firmly to lock the Game Pak into place.
- 3 Turn the power switch ON. The Nintendo logo should appear. If you don't see it, begin again at step 1.
- 4 When the title screen appears, press START to begin the game.

Precautions:

- Always turn the power OFF before inserting or removing the Game Pak from the Game Boy® Advance.
- Do not take apart, crush, bend or submerge the Game Pak.
- Store the Game Pak at room temperature, avoiding extreme hot or cold conditions.
- Keep the connectors clean and dry, and store the Game Pak in the case when not in use.
- Take a break after playing for long periods of time.

Basic Controls (Default Control Method)



START	Pause / Display the Inventory Screen
SELECT	Display Level map
Control Pad	Walk / Enter or exit doors / Highlight options
A Button	Jump
B Button	Action
R Button	Punch
L Button	Scroll through inventory

The controls listed are the defaults. You may change the button configuration in the OPTIONS mode.

Starting Up

START	Start Game / Skip story
Control Pad	Highlight option
A Button	Accept option

Getting Started

To select language use the control pad to scroll through the flags and press SELECT to accept.

Main Menu



Press the Control Pad ▲ or ▼ to choose between these three options:

1. START GAME
2. OPTIONS
3. TUTORIAL

START GAME

Here you can Start a NEW GAME or RESUME a previously Saved Game.

First time user: Register your name by using the cursor to choose an empty save slot, indicated by the word 'empty'. Enter each letter in your name using the Control Pad to select the letter and then press the A button to register it. Once you have entered your name select the ✓ symbol. If you have already registered your name, use the Control Pad to select the game you wish to resume.

Load Game:

You can save up to four different games. Select this option to load a game you have already saved.

OPTIONS



MUSIC

Turn the in-game music On or Off.

SOUND FX

Turn the in-game sound effects On or Off.

START TRIES

Select the number of 'tries' you have at the Start of the game. (3, 4, or 5).

BRIGHTNESS

Increase or decrease the brightness of your Game Boy® Advance screen.

BUTTON CONFIGURATION

Select your preferred Control Method.

CREDITS

View the credits.

RESTORE DEFAULTS

Resets all Options settings to default.

NOTE — on the OPTIONS screen press A BUTTON to Accept/Change an option. Press B BUTTON to go back to the Main Menu.

TUTORIAL

Play a 'training' Level of 'Deesaster Strikes' to get used to the controls, learn how to jump, capture Dee Dees, fix machines, etc.

Playing the Game

Your goal is to progress through Dexter's Laboratory catching the mini Dee Dees, fixing machines and defeating enemies. To progress through the lab you will need to operate machines that activate bridges, disable force fields and open up pathways. You will also need to repair broken machines with assorted tools. Broken machines are easy to spot: they give off sparks! To catch the mini Dee Dees, you need to operate the Grabber Arm. Dee Dee will run away as soon as you try to catch her, so move fast.

To repair the machines you will need to find the tools that the little Dee Dees have hidden all over the lab. Standing close to a broken machine will display an icon of the tool required to fix that machine.

To find the tools, you will have to fight your way through waves of aggressive robots, carnivorous plants and strange aliens, or look inside barrels.

To defeat the enemies, you will need to jump on them, punch them, kick them or shoot them. See 'Moves' on page 13.

Collecting little Dee Dees

Your ultimate goal is to capture all the little Dee Dees scattered all around the lab.



When you spot one,



- Select the Grabber Arm in your inventory.
- Press the B BUTTON to activate the Grabber Arm.
- Use the Control Pad to move the Grabber Arm around.

(Note: When you are using the Grabber Arm, you cannot move Dexter until you release the B BUTTON.)

- When the Grabber Arm comes close enough to the little Dee Dee, it will grab her automatically.

Caution: If Dexter is hurt or attacked while carrying a Dee Dee, he will drop her and he will need to grab her again! Dexter cannot fix a machine when carrying a Dee Dee. To drop the Dee Dee, press the B BUTTON.

After Dexter has grabbed a little Dee Dee, he needs to find a Suction Tube. Suction Tubes are connected to the Holding Tank in the Hub where they will stay until Dexter has found all her clones.



Place Dexter under a Suction Tube and press the B BUTTON. This will release the little Dee Dee and she will be whisked to the Holding Tank! Congratulations ... only a few more to go!

Fixing Machines



Dexter will need to fix broken machines that will restore power to the "Re-combinator". Broken machines are easy to spot: they give off sparks!

When Dexter is close enough to a broken machine, a little icon representing the tool(s) required to fix it will appear. If the tools are not present in the inventory, Dexter needs to look for them.

If those tools are present in the Inventory, Dexter can fix the machine. Simply select the tool(s) required in the Inventory with the L BUTTON and press the B BUTTON. Dexter will then use that tool on the machine.

A progress bar is displayed to show Dexter's progress. The machine is completely fixed when the progress bar has reached 100%. If Dexter is interrupted during his task, he will need to start all over again.

Collecting Tools



To fix the broken machines, Dexter will need to find the tools that the little Dee Dees have hidden. You will find the tools on the floor or inside certain barrels (jump on the barrels to break them open) or inside certain enemies (after they have been destroyed, they will leave the tool behind them).



To pick up a tool, just move Dexter over the tool and he will pick it up automatically. The tools collected by Dexter can be viewed in the Inventory Screen, or in the Status Bar (use the L BUTTON to scroll through the Inventory).

The Teleporters



To move around the lab more quickly, Dexter can use the Teleporters. Just move Dexter over one of them, and he will automatically be taken to the exit side of the Teleporter.

There are two kinds of Teleporters:



The Hub Teleporters (black) that take Dexter back to the Hub.



The Level Teleporters (purple) that take Dexter to another area of that same Level. Level Teleporters work both ways and you can always use them to get back from where you came from.

NOTE - Anything that Dexter is carrying will be teleported with him (tools, weapons, even the little Dee Dees!) within the Level. However, if Dexter Teleports to another Level or to the Hub he will lose everything except the tools.

Moves

Dexter can fight the enemies with the following attack moves:

Jump

To jump, press the JUMP BUTTON.

This will stun the enemies and make it easier for Dexter to destroy them. Dexter can also jump on barrels to destroy them and collect any item they may hide.

Punch

To punch, press the PUNCH BUTTON.

Most of the time, Dexter can destroy an enemy with 4 or 5 punches. Some enemies are stronger than others and may require more punches.

Flying Kick

To perform a Flying Kick, press the JUMP BUTTON twice.

Flying kicks are more potent than punches.



Weapons

Dexter can also use weapons if he can find them!



The **Zap-a-tron**



The **Splurgerator**

You will find the weapons in the same places as you will find tools.

To use the weapons, select them in the Inventory with the L BUTTON, use the Control Pad to move Dexter and aim, then press the B BUTTON to fire them.

Weapons have limited ammunition — check how much ammunition you have left next to the Health Bar.

Enemies



Most Levels have specific enemies. To destroy the enemies you can either:

- Use a weapon if Dexter is carrying one in the Inventory.
- Kick, punch or jump on their heads.

NOTE - Some attack methods won't work against certain enemies.

Health and Tries



Each time Dexter is attacked or hurt, he loses a little bit of Health. You can see how much Health Dexter has left on the Status Bar.

Status Bar

Tries

Dexter starts the game with three Tries. You can see the number of Tries left on the Status Bar and in the Inventory Screen. When Dexter loses all his Health, he also loses a Try. When he loses all Tries, the game is over.

Dexter can win more Tries and Health by picking up collectibles.

To pick up the collectibles, simply move Dexter over them, and he will pick them up automatically.



The cupcake pick-up will give Dexter more health.



The heart pick-up will give Dexter an extra Try.

Pause / Exit / Inventory Screen

You can pause the game at any time by pressing **START**. This will display a screen with information including the tools you have collected, the number of Dee Dees you have collected and other valuable information. To go back to the game, select **NO** and press the **A BUTTON**.

To exit the game and go back to the Main Menu, select **YES** and press the **A BUTTON**. You will be given a chance to save your game.

Saving



It is highly recommended to save your progression as often as you can. If you don't, you will need to re-start from the last point where you saved!

Saving is quick and very easy:

- Return to the Hub.
- Go to the **SAVE TERMINAL**.
- Press the **B BUTTON**.
- A screen will be displayed, asking you to confirm that you want to save.
- Select **YES** to overwrite your existing saved game.

Dexter's Laboratory

The Hub



The Hub is one of the most important areas of Dexter's Laboratory. It contains all the important machines (Main Computer, Hub Teleporter and the Save Game Terminal). Dexter can use the Hub to access specific areas of the lab.

To access a specific Hall:

- Walk Dexter through a door to access a specific Hall. **NOTE** — When Dexter gets near to an entrance, a picture of Dee Dee with a number next to it is displayed. This number tells you how many Dee Dees you must have collected before you can enter the Hall. You can see how many Dee Dees you have currently collected by pressing **START** and viewing the Inventory Screen.

OR

- Walk Dexter over to the Main Computer and press the **B BUTTON**. The screen will display a map of all the Halls and Levels. The Levels already visited are in green, the ones that have not yet been visited are in red.
- Use the Control Pad to select a Level. Left and right to select a Hall, up and down to select a Level.
- Press the **A BUTTON** to confirm this selection.
- The map is closed and you are back in the Hub.
- Move Dexter over the Hub Teleporter. He will be taken to the Level you just selected.

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You can pause the game at any time by pressing **START**. This will display a screen with information including the tools you have collected, the number of Dee Dees you have collected and other valuable information. To go back to the game, select **NO** and press the **A** **BUTTON**.

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- Use the Control Pad to select a Level. Left and right to select a Hall, up and down to select a Level.
- Press the **A** **BUTTON** to confirm this selection.
- The map is closed and you are back in the Hub.
- Move Dexter over the Hub Teleporter. He will be taken to the Level you just selected.

To access the Hub:

Walk Dexter over a Hub Teleporter (there is at least one in each Hall).

The Areas in Dexter's Laboratory

1. Aviation Hanger
2. Greenhouse
3. Robotics Lab
4. Chemistry Lab
5. Lab of the Lost
6. Nuclear Power Station
7. Dexter's House
8. Space Port



Credits

BAM!

PRODUCTION

JOE BOOTH
ANNE-CHRISTINE GASC
LISA CHENEY BOLCATO
LIA TSELE
SCOTT SMITH

MARKETING

VIRTUCRAFT

PROGRAMMING

TONY STOCKTON
PAUL FLINT

GAME DESIGN

MATT SMITH
LEE CAWLEY
TONY STOCKTON
PAUL FLINT
JASON SWIFT-CLOWES
KEVIN NORBURN

ARTWORK

LEE CAWLEY
MATT SMITH
CHRIS YANNACOPOULOS
KWAN LEE

JASON SWIFT-CLOWES
MARCUS STRINGER
NIK BOWEN

PRODUCER

KEVIN NORBURN

EXEC. PRODUCER

BRIAN BEUKEN
DIANE HILL

SOUND - MUSIC

MANFRED LINZNER
SHIN'EN MULTIMEDIA

SPECIAL THANKS

DANIELLE BEUKEN
JOSH NORBURN
BRITT NORBURN

Cartoon Network

GENNDY TARTAKOVSKY
JAMES PORGES
CHELSEA REEVES
LARA KIANG
AMY ROGERS
ERIC NELSON
JAY ROGERS
RYAN SUMMERS

Warner Bros.

Interactive Entertainment

HEIDI BEHRENDT
JIM MOLINARO
BRETT SKOGEN
SCOTT JOHNSON
SUE MONTAGUE
MICHAEL HARKAVY
CHARLES CARNEY
ALLEN HELBIG
PETER TUMMINELLO
AMES KIRSHEN
WAYNE CHANG
JASON ADES
ESPERANZA PEREZ

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This warranty shall not apply if the product has been damaged by negligence, accident, unreasonable use, modification, tampering or by causes unrelated to the defective materials or workmanship.

To receive this warranty service, send the defective product, a copy of the original sales receipt, a return address and a small note describing the difficulties you are experiencing to the address below.

Bam! Entertainment Ltd
333 West Santa Clara St.
Suite 930
San Jose
CA 95113

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